CLAIMS

What is claimed is:

1. A layer editor interface, comprising:

layer representation graphic having layer names; and

a pop-up menu control activatable for each layer that allows the layer to be edited.

2. A layer editor as recited in claim 1, wherein the pop-up menu control is a marking menu control.

3. An interface as recited in claim 2, wherein the marking menu control includes selections for new layer, clear layer, rename layer, delete layer, merge layer, lock layer, hide layer and position layer.

4. A layer editor interface, comprising:

layer representation graphics having layer names and selection targets with a box shape; and

controls associated with the graphic that are coincident with the targets.

5. A layer editor as recited in claim 4, wherein a status indicator overlaps the selection targets.

6. An interface, comprising:

layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes; and

a control associated with the graphic that allows a corresponding layer to be edited.

7. An interface as recited in claim 6, further comprising a drawing dialog box invoked by the control and allowing the user to input the layer names.

8. An interface as recited in claim 6, wherein the graphic has target areas with target sizes of at least 2e where e is the distance error accuracy of an input device.

9. An interface as recited in claim 6, wherein the control invokes a marking menu layer

editing menu.

10. An interface as recited in claim 6, wherein an active layer is highlighted with a frame surrounding the name.

11. An interface as recited in claim 6, wherein each layer control comprises:
a marking menu control for layer editing;
a move control for moving a position of a layer in a layer editor stack; and
a transparency control controlling the transparency of a corresponding drawing layer.

12. An interface as recited in claim 6, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is hidden/visible.

13. An interface as recited in claim 6, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is hidden/visible [locked or unlocked?].

14. An interface as recited in claim 6, wherein a background layer has a text label.

15. An interface as recited in claim 6, wherein activation of one of the controls via a mark simultaneously selects a corresponding layer and selects an operation on the layer.

16. An interface as recited in claim 6, wherein making a gesture in association with the layer representation graphic initiates a function with respect to one or more of the layers.

17. A layer editor interface, comprising:
layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes, and having selection targets with a box shape, each selection box comprising:
      a marking menu control activatable for each layer that allows the layer to be edited where the marking menu control comprises edit controls for new layer, clear layer, rename layer, delete layer, merge layer, lock layer, hide layer and position layer;
      a re-order layers control; and
      a layer opacity control having a dialog box with a slider for setting layer opacity,

wherein each of the controls has a target size of at least 2e where e is the distance error accuracy of an input device,

wherein an active layer is highlighted with a frame surrounding the name,

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is hidden/visible, and

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is locked.

18. A layer editor, comprising:

linear list of layers; and

a marking menu accessible through the layer list and providing layer editing functions.

19. A method, comprising:

displaying a layer of a layer editor interface having a user entered graphic layer name on a display of a pen-based computer;

activating the layer graphic as a control; and

allowing the user to invoke a layer editing operation with using a pen of a pen-based computer to activate the control.

20. A method as recited in claim 19, further comprising:

displaying a marking menu responsive to the activation; and

allowing the user to select a layer edit function by making a mark with the pen.

21. A method as recited in claim 19, further comprising:

displaying a drawing dialog box responsive to the selection of the layer edit function;

allowing the user to write the name in the dialog box; and

displaying the name in a graphic layer representation corresponding to the layer.

22. A method as recited in claim 19, further comprising allowing a user to edit layers using a gesture.

23. A method as recited in claim 18, further comprising allowing the user to invoke the layer editing operation via a mark that simultaneously selects a corresponding layer and selects

an operation on the layer.

24. A computer readable storage for controlling a computer by displaying a layer of a layer editor having a user entered graphic layer name on a display of a pen-based computer and activating the layer graphic as a control.

25. An apparatus, comprising:

a display; and

a processor displaying a layer editor interface on said display, said interface comprising a layer representation graphic having a user entered graphic name and a corresponding control.

26. A computer readable data structure for controlling a computer, comprising a layer editor linked to a list of layer editor boxes and a scroll control with each layer editor box comprising a layer image, a layer box image, a popup-menu, a popup menu target zone, move layer control, a move layer control target zone, a transparency control and a transparency control target zone.